

Application No. 10/797,098
Amendment dated June 14, 2007
Reply to Office Action of March 14, 2007

Docket No.: 2519-0297PUS1

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method to process a multifunctional menu of a human input device, said method being applied on a window operating system having a plurality of window application programs, comprising the following steps:

(A). providing a menu operated via said human input device, wherein said menu comprises: an auto-scroll menu for indicating function of scrolling, and asaid multifunctional menu for operating a plurality of window application programs with athe human interface, wherein said multifunctional menu includes a plurality of macro instruction icons, a plurality of instruction icons corresponding to said plurality of macro instruction icons, and a first switching icon used on said multifunctional menu for switching to said auto-scroll menu, which includes a second switching icon for switching to said multifunctional menu;

(B). receiving a predetermined pressing signal of said human input device;

(C). displaying said menu in a popup mode according to said predetermined pressing signal of step (B);

(D). receiving input signals of icons selected by said human input device on said menu;
and

(E). executing commands in correspondence with said input signals of step (D);

wherein, the macro instruction icons are human operating interfaces to join said multifunctional menu with multiple layers as a single display frame instead of multiple layers of display frames so as to offer a user an environment of single operation and a simple and tidy display frame.

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2. (Original) The method of claim 1, wherein steps (A) to (E) are implemented by way of encoding as program codes.

3. (Original) The method of claim 1, wherein said human input device can be one of a mouse, a keyboard, a joy stick, a trackball, a touch pad and a cursor input device.

4. (Original) The method of claim 1, wherein said instruction icons are for operating said window application programs.

5. (Original) The method as defined in claim 1, wherein the instruction icons are used for operating the window operation system.

6. (Currently Amended) The method of claim 1, wherein said predetermined pressing signal is induced by said predetermined key is one of a middle key, a third key, a fourth key, a fifth key and a further added key of a mouse.

7. (Currently Amended) The method of claim 1, wherein said predetermined pressing signal is induced by said predetermined key is one key or one of a group of keys.

8. (Original) The method of claim 1, wherein said menu is one of which the content is adapted for updating.

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9. (Currently Amended) A human input system applied on a window operating system having a plurality of window application programs, comprising:

a human input device, being used for executing window application programs and providing a pressing signal of a predetermined key;

a menu operated by said human input device, further comprising an auto-scroll menu for indicating function of scrolling and a multifunctional menu for operating a plurality of window application programs with human interface operation; wherein said multifunctional menu includes a plurality of macro instruction icons, a plurality of instruction icons corresponding to said plurality of the macro instruction icons and a first switching icon for switching to said auto-scroll menu; said auto-scroll menu includes a second switching icon used for switching said auto-scroll menu to said multifunctional menu; and

program codes, being used in said human input device to execute in the window operation system for accessing following procedures:

receiving said pressing signal induced by said predetermined key of said human input device;

displaying said menu in a popup mode according to said pressing signal;

receiving input signals of icons selected on said menu by said human input device; and

executing commands in correspondence with said input signals of said icons;

wherein, the macro instruction icons are human operating interfaces to join said multifunctional menu with multiple layers as a single display frame instead of multiple layers of display frames so as to offer a user an environment of single operation and a simple and tidy display frame.

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10. (Original) The human input system of claim 9, wherein said human input device is one of a mouse, a keyboard, a joy stick, a trackball, a touch pad and a cursor input device.

11. (Original) The human input system of claim 9, wherein said instruction icons are for operating said window application programs.

12. (Original) The human input system of claim 9, wherein said instruction icons are for operating said window operating system.

13. (Original) The human input system of claim 9, wherein said predetermined key is one of a middle key, a third key, a fourth key, a fifth key and a further added key of said mouse.

14. (Original) The human input system of claim 9, wherein said predetermined key is one key or one of a group of keys.

15. (Original) The human input system of claim 9, wherein said menu is capable of being updated.